SNSP-A3RP-UKV

# MIGHTY MORPHIN POWER RANGERS™

## THE FIGHTING EDITION

## INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

BANDAI

This video game is designed to provide an exciting make believe journey through the world of the Mighty Morphin Power Rangers. Please remember the difference between fantasy and reality. Do your fighting on the screen, not at home or at school.

## PRECAUTIONS

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit it or drop it. Do not take it apart.
3. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
4. Store the game pak in its protective case when not in use.

Thank you for purchasing Bandai's™ Mighty Morphin Power Rangers Fighting Edition Game Pak for your Super Nintendo Entertainment System. Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

## INTRODUCTION

Get ready to rock your world with the Mighty Morphin Power Rangers Fighting Edition, a three mode, smashing, bashing, monster trashing no-holds-barred slugfest. This one-on-one two-player simultaneous fighting game features your favorite Power Zords and a host of evil meanies. The Thunder Megazord, the Shogun Megazord, the Ninja Megazord, Lord Zedd, Goldar, and many more compete for total galactic supremacy in the mother of all battles. When the dust clears, only one will remain standing. Who will be crowned the mightiest, morphinest warrior in the universe? Only you can control the ultimate outcome.

CONTENTS PAGE

1. Introduction ..... 2

2. Getting Started ..... 4

3. How to Operate the Controller ..... 6

4. How to Play the Game ..... 8

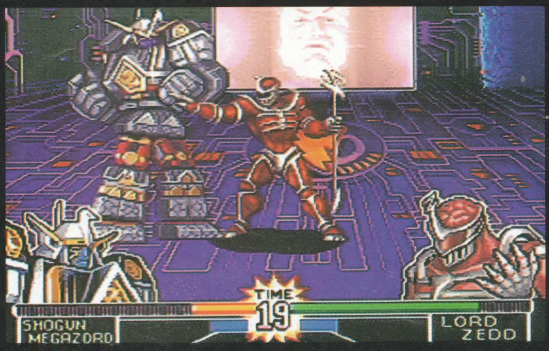
5. Winning the Game ..... 11

CONTENTS

## GETTING STARTED

Insert the game cartridge in your Super NES unit and turn the power on. The Title Screen will appear. Select either START or OPTION by using the Control Pad to highlight the desired choice and pressing the START button. If you select OPTION, you will advance to the Option Screen where you can set up the game to your own specifications. You have control of the following parameters:

| Parameter: | Options |
|---|---|
| Level: | Easy/Normal/Hard |
| Time Mode: | No Limit/Limit (60 seconds) |
| Face Display:* | On/Off |
| Sound Mode: | Mono/Stereo |
| BGM:** | Background music sampler |
| Key Configuration: | Press START to access the Key Configuration screen. This screen allows you to set the controls to your liking. If you want to use the "X" button for Attack A, push the "X" button. If you want to use the "A" Button for Attack B, press the "A" Button and so forth. Press START to return to the Options Screen |
| Exit: | Press to return to the Title Screen. |

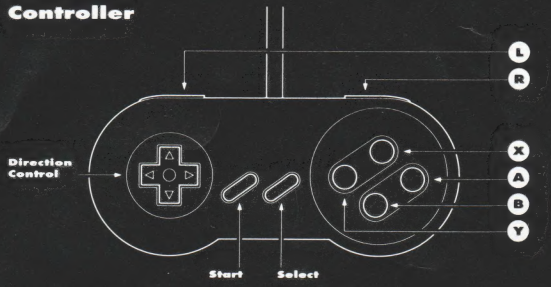



*Face Display lets you see the characters' faces at the bottom of the Game Screen when turned on.
**BGM lets you preview the different pieces of background music.

If you select START on the Title Screen, you will advance to the Mode Screen. You can select Story Mode, Fighting Mode, or Trial Mode.

# THE CONTROLLER

## Controller




## HOW TO USE THE CONTROLLER

| | |
|---|---|
| A Button: | Strong attack. (Press in close to score multiple hits) |
| B Button: | Weak attack. |
| X Button: | Strong punch. (Press to throw an opponent when in close) |
| Y Button: | Weak punch. (Press to throw an opponent when in close) |
| Control Pad ↑: | Jump. (Press diagonally up to jump diagonally) |
| Control Pad ↓: | Crouch. |
| Control Pad ←: | Block. |
| Control Pad Double Tap: | Double tap the Control Pad to the right or left to dash in either direction. |
| Control Pad ↓ + (Y + B or X + A): | Air attack. |
| START Button: | Press to start or pause the game. |

## SPECIAL CHARACTER MOVES

Each character has his or her own special moves. These moves are executed by using the Controller as described below:

Thunder Megazard

| | |
|---|---|
| Control Pad ↓ → + Y or X: | Fireball |
| Control Pad ↓ ← + B or A: | Slash attack |
| Control Pad → ↓ → + Y or X: | Uppercut |
| Control Pad → ← + X or Y: | Throw opponent to the right or left when in close |
| *(same for all characters)* | |
| Control Pad ↑ + X or Y: | Jump kick |
| Control Pad ↓ + Y and B: | Flying foot stomp |
| Control Pad → + X: | One-two punch |

### Ninja Megazord

| | |
|---|---|
| Control Pad ↓ → + B or A: | Side slash attack |
| Control Pad ↓ ← + Y or X: | Spin attack |
| Control Pad ↘ + A: | Ground bomb |
| X Button: | Double kick |
| Control Pad → →+ B or A: | Fireball attack |
| Control Pad → + Y or X: | Spin throw |

### Shogun Megazord

| | |
|---|---|
| Control Pad ↓ → + B or A: | Fire blade |
| Control Pad ↓ ← + B or A: | Twirl attack (crouching or standing) |
| Control Pad →+ X: | Head butt |
| Control Pad → + Y: | One-hand throw |

### Mega Tigerzord

| | |
|---|---|
| Control Pad ↓ → + B or A: | Ball of Fire |
| Control Pad → ↓ → + Y or X: | Windup punch |

### Lip Syncher

| | |
|---|---|
| Control Pad ↓ → + Y or X: | Lethal note attack |
| Control Pad ↑ ↑: | Double jump |

### Goldar

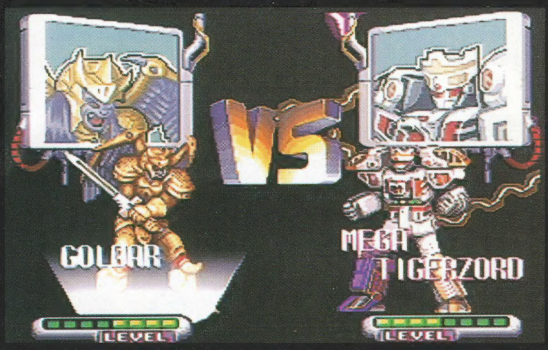
| | |
|---|---|
| Control Pad ↓ → + Y or X: | Eye laser |
| Control Pad → ↓ → + B or A: | Sword Uppercut |
| Control Pad ↘ + A: | Sword smash |
| Control Pad ↑ ↑: | Fly |

### Lord Zedd

| | |
|---|---|
| Control Pad ↓ → + Y or X: | Lightning toss |
| Control Pad → ↓ → + Y or X: | Lightning hand |
| Control Pad → ↓ ← + any button: | Warp attack |
| Control Pad → ←, ↓ → +Y or X: | Flying crystal |
| Control Pad →→ +A: | Spinning staff |

### Silver Horns

| | |
|---|---|
| Control Pad ↓ → + Y or X: | Ground claw attack |
| Control Pad → ↓ → + Y or X: | Overhead claw attack |




## PLAYING THE GAME

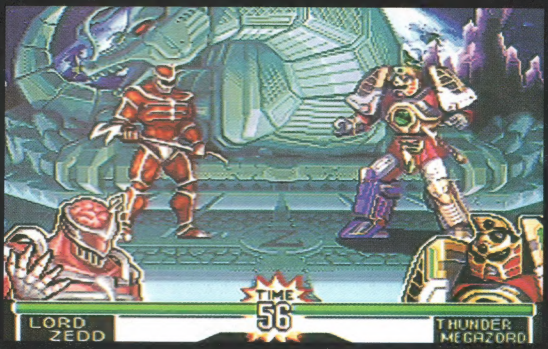
Mighty Morphin Power Rangers Fighting Edition is a one-on-one fighting game with three different modes of play: Story Mode, Fighting Mode, and Trial Mode. You play each mode as follows:

### Story Mode

If you select Story Mode, you will advance to the Story Mode Player Select Screen. Story Mode is a 1 player only mode. You can play as either the Thunder Megazord or the Mega Tigerzord. Press the Control Pad to highlight your choice. Then, press the START button. You will face a succession of opponents. You have to win two out of three rounds to defeat each opponent. If you win, you will advance to the next opponent. If you lose, you have an unlimited number of continues. When you defeat all of your opponents, you will have to defeat a special enemy to win the game.

### Fighting Mode

If you select the Fighting Mode, you will advance to the Fighting Mode Player Select Screen. The Fighting Mode is a 1 or 2-player simultaneous mode where you can play against another player or against the computer. If you select the 1 player mode, you will play against the computer. Choose your character by using the Control Pad to highlight your choice. The computer (CPU) will automatically select your opponent. If you select 2-player mode, you and your opponent will each have to select a character. After you choose your characters, you will advance to the Handicap Screen. This screen lets you handicap a character in order to make the fight more even. You can set the handicap from one notch (weakest power) to 8 notches (strongest power). Press the left or right on control pad to set the handicap level.




Then, press the START button to begin the first round. You must win two out of three rounds to defeat your opponent.

### Trial Mode

If you select Trial Mode you will advance to the Trial Mode Player Select Screen. Trial Mode is a 1-player-only sudden death mode. You select a character and the computer selects your opponent. You face each opponent for only one round. If you win, you advance to the next round and the next opponent. You can only regain partial power from one round to the next. Therefore, it is important to sustain as little damage as possible in each round. When your power is depleted, the game is over.

### The Game Screen

All the action takes place on the Game Screen. The bar along the bottom of the screen contains all the fight data. The time is displayed at the center of the bar. The green lines along each side of the top of the bar show the two combatants life levels. These Life Lines change color as they deplete. When one of the lines totally disappears, that character is destroyed. In the Story Mode, a lightning bolt will then appear on the winner's side of the time indicator to show that that character has won one round. If both lines disappear at the same time the round is a draw. Below the Life Lines are the Power Bars. These moving bands change color as the characters gain or lose strength. When the Power Gauge shows a lightning bolt pattern, the character is at maximum strength.

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